Paul O'Donovan

Dublin, Ireland

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Education

MSc in Computer Science

University College Dublin

Dublin, Ireland

May 2023 - December 2023

Dublin, Ireland

September 2022 - May 2023

University College Dublin
HDip in Computer Science

GPA: 3.37/4.2

Limerick, Ireland

University College Dublin

Emerick, melana

Bachelor of Business in International Business

September 2017 - May 2021

GPA: 3.57/4

Kemmy Pacific Scholarship Recipient

Work Experience _____

Ernst & Young. Galway, Ireland

FS Tax Consultant – Wealth & Asset Management

September 2021 - August 2022

Developed the ability to work to strict deadlines, as meeting filing and reporting requirements for clients is essential in this role. I have become
adept at managing multiple tasks and projects simultaneously, prioritizing my workload, and staying organized to ensure that all deadlines are
met.

Brown Brothers Harriman.

Depositary Banking Intern January 2020-August 2020

- Assisting with fund onboarding, due diligence, compliance monitoring, reconciliations, and report preparation.
- Supporting the depositary banking team in monitoring compliance with applicable laws, regulations, and fund documentation.

Projects

Dublin BikesMap of available bike stations and stand around Dublin with prediction model.

Python, JavaScript, Flask, DBeaver.

Githul

- Scrape data and store in database: Scraped data from the JCDecaux API and stored it in an Amazon RDS database using an EC2 instance and a cron job.
- Display bike stations on a map: Integrated Google Maps into the application and added station markers based on GPS coordinates.
- Hover for station information: Implemented a feature where users can hover over a marker to view detailed information about a specific bike station, including bike availability and stands. Also included availability trend charts upon clicking a station.
- Weather information: Scraped hourly weather data from the MET Eireann API and stored it in the RDS database. Created a weather box displaying current weather and incorporated forecast data.
- Prediction Model: Trained a prediction model to forecast bike availability using historical bike availability and weather data stored in the RDS database.
- Host on web server: Utilized Flask, Gunicorn, and Nginx to host the web application on an EC2 instance, making it accessible over the internet.

Asteroids Game
JavaFX
Github

• Implemented increasing difficulty levels as the game progresses.

- Created three types of asteroids: large, medium, and small, each with different sizes, speeds, and behaviors upon destruction.
- Occasionally, an alien ship appears and moves across the screen, firing at the player's ship.
- Implemented player ship movements, including rotation clockwise or counterclockwise, firing bullets, applying thrust for motion, and hyperspace for teleportation to a new location.
- · Implemented screen wrapping, where objects reappear on the opposite side of the screen when reaching its edge.
- Displayed relevant information on the screen, such as the player's remaining lives and current score.
- Provided a safe respawn mechanism for the player after being destroyed, either through invincibility for a few seconds or placement in a calculated safe position.
- Implemented a system where players can regain lives by scoring 10,000 points based on the number of points earned for destroying asteroids.

Technical Skills

Programming Languages Python, JavaScript, Java

Libraries/Frameworks Git, Node.js, HTML5, CSS3, React.js, Next.js

DatabaseMySQLPlatformsAWS, Heroku